




Arcade

STREAM Portfolio

 LOCATION: On school site
  DURATION: 1 day
  GROUP SIZE: 40

About the programme

Supported by industry experts, this newly launched programme is a one-day course where students design, build and test a fully functioning game machine. The complexity of the task will differ depending on key stage and the individual needs of each group.

KS2 will be provided with pre-cut templates with instructions as to how to build their game. KS3 and KS4 will be provided with materials and simple instructions but the overall design, build and mechanism will be their own creative work. The theme of the gaming machine will be dictated by the school's curriculum links and will align with Local Enterprise Partnership (LEP) priorities.

Dependent on demand for this programme, an inter-school competition would allow for further STEM activity.

Background

With the gaming market now worth £5.7bn, the industry is a cornerstone of the country's cultural landscape. It is developing at a fast pace to create new, innovative and exciting content that consumers want to experience. Designed with tourism and the visitor economy as one of the Local Enterprise Partnership priority areas identified in the region, we want to develop the technological skills needed for a career in the gaming industry so that young people can experience what it is like to design, build and test a gaming machine in a tourism/visitor economy simulated environment.

Focus areas

- Creativity with different types of resource.
- Designing and developing a detailed concept into a finished product.
- Gaming careers and STEM.

Programme aims

- To develop knowledge and understanding of how to use and re-use commonly available items to create new and different things.
- To engage in the design, build and testing of a game in order to develop skills in Design and Technology.
- To raise awareness of tourism and the visitor economy being identified as a priority area in Lincolnshire.

Skills Development	Teamwork Communication Teamwork	Critical Thinking Creativity Numerical Reasoning	Problem Solving Design Manual Dexterity
Curriculum Links	Maths Science Design and Technology	English Careers ICT	Art and Design PSHE

Suitable for










Gatsby Benchmarks










Ofsted or Educational Priority











